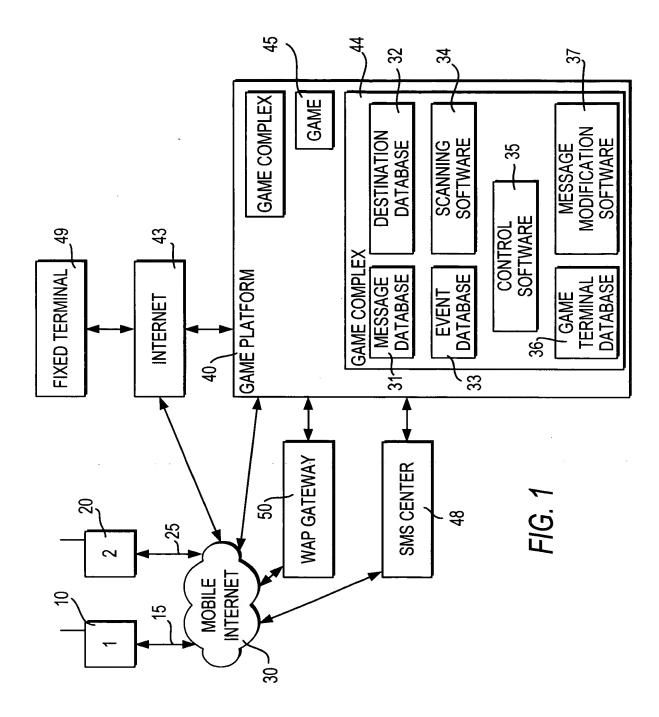
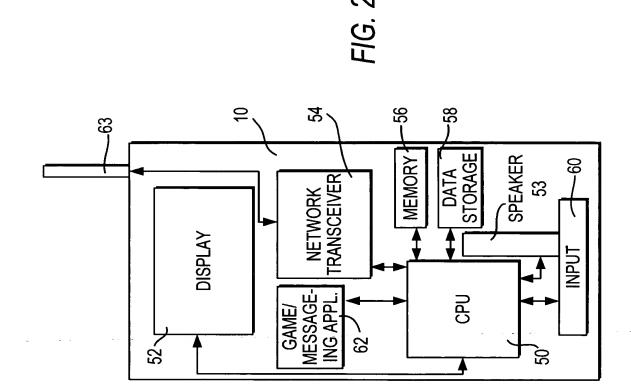
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POBDOZZE OBOBOL

APPROVED O.C. FIG.

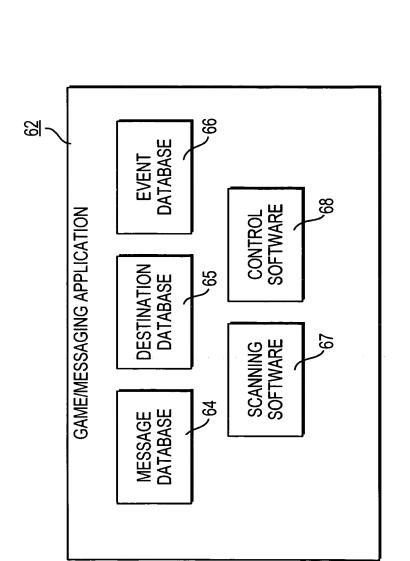


FIG. 3

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GAME TERMINAL DATABASE

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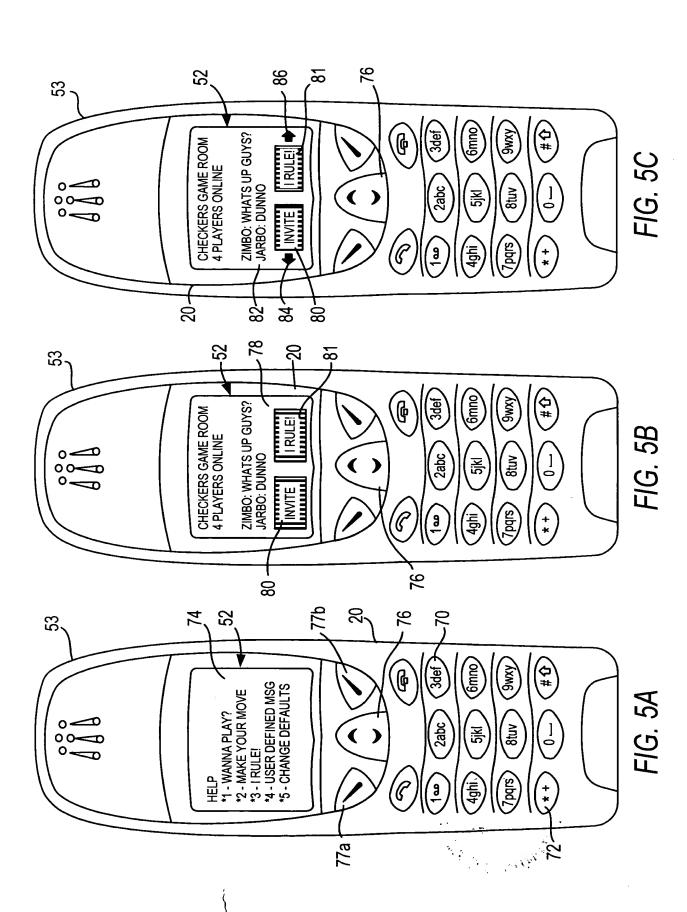
CLASS SUBCLASS

	PLAYER#	TERMINAL TYPE	TERMINAL CAPABILITY/MESSAGE TYPE	DESTINATION ADDRESS
L	PLAYER 1	NOKIA 3210	PICTURE MESSAGE	ADDRESS 1
<u>i</u>	PLAYER 2	NOKIA 6210	PICTURE MESSAGE	ADDRESS 2
	•••••			
	•••••		•••••	
	•	•••••		••••
L	•••••			••••
L	PLAYER 22	NOKIA 2110	TEXT MESSAGE	ADDRESS 22
L	PLAYER 23	NOKIA MULTIMEDIA	VIDEO MESSAGE	ADDRESS 23
	•••••		riii.	•••••
	••••			
<u>ببا</u>	***			
	PLAYER XXXX	TERMINAL YYYY	MASSAGE ZZZZZ	ADDRESS XXXX

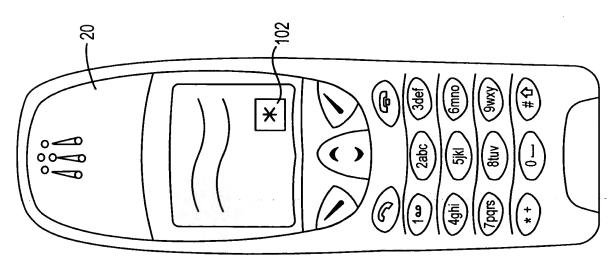
FIG. 4

GLASS SUBCLASS

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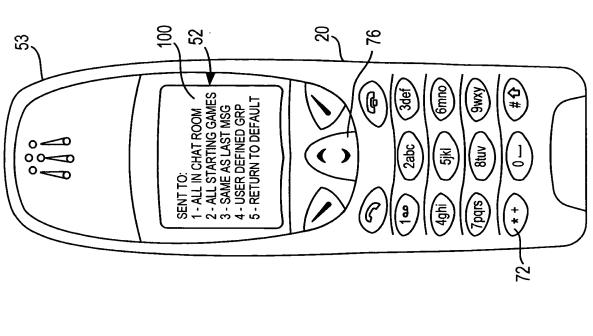


SUBCLASS



F/G. 6

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SENT TO:

1 - ALL PLAYERS
2 - OWN TEAM
3 - ENEMIES
4 - USER DEFINED GRP
5 - RETURN TO DEFAULT
5 - RETURN TO DEFAULT
6 - OBST OF OBST O

FIG. 7A

FIG. 7B

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